

ABSTRACT

A puzzle game is disclosed in which one player challenges another by assembling a mechanical puzzle from a set of components. The components make a puzzle in accordance with U.S. patent 4,632,399, dated December 1986. The new apparatus incorporates novel features which enhance the game and give the puzzle a unique mode of operation wherein a handle and a housing are alternately rotated about and translated along an axis in relation to each other. The housing defines a storage space for an extraneous object and retrieving the object from the storage space may function as an aim for one of the players.

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